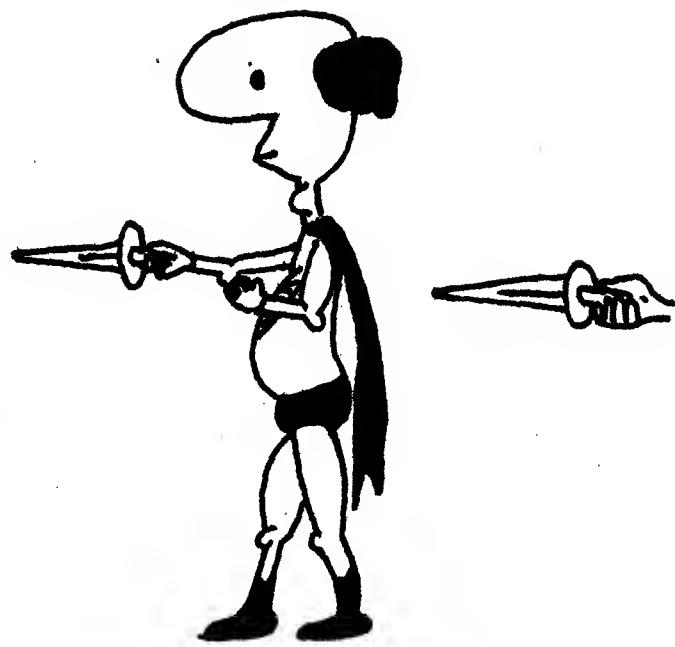


ANOTHER RIB-SPLITTING ISSUE OF

Number 106  
September 10, 1979

# CLAW & FANG



HE WHO LIVES BY  
THE SWORD...

## TRAVELLER No 5 by Eric Ozog

GALAXY NEWS WATCH  
/keeping citizens informed/

(Fremlex-UPI) In a dazzling display of force today, FUSS officials destroyed a branch office of the so-called ESP/PSI Institute in Yastion, a community of 12,000. The occupants were questioned and then publicly put to death. None would reveal the true location of the main complex. Jack Cistern, President, called it "science, law, and order above magic, always."

(Capplin-AP) Biologist Saladin Moffron stated in a recently declassified interview that the ancient inhabitants of Capplin were wiped out by a biological/chemical war. He warned, "The FUSS must institute a quarantine immediately. There are literally tons of chemicals and bacteria left over to kill populations in hundreds of galaxies. This stuff is just waiting to be picked up by some lunatic; then say goodbye to civilization."

(Troniphia-NG) The elusive Minna Grok has escaped again. The FUSS will not reveal the reason they are pursuing her. Lesser officers believe it has something to do with the growing ESP interests. She must be pretty important because the top brass have put a 500,000 price on her head; wanted alive.

(Rennison-New Ruters) Top leaders here are finally constructing theories from the available evidence on why Rennisonian youth are strangely disappearing. Klide Mauston, Psychologist at Lallor University has revealed, "In the cases involved, all these kids were financially well off. All expressed interest in religion, although religion is now nonexistent on Rennison. Where is the nearest planet with religion? Morna. Why would Rennison's youth choose such a repressive and barbaric government to live under when they have all the freedom they want here? One theory suggests mass hypnosis." There has been no comment from Dictator Balagar of Morna.

(Klorox-UPI) Wouli Kinips, private investigator was found dead in his office today. He had apparently been poisoned. Just last week, he stated in an interview that he was on the verge of discovering why the Earth, and her surrounding stellar systems were destroyed over 500 years ago. The old records do not reveal why this cataclysm took place. (Probably because of some bureaucrat rewriting the history books.)

(Irwin's Oasis-UPI) A large Tritrinon deposit was discovered off the White Sands Desert. Miners are needed immediately to get "the stuff" out of the ground. A report that people are literally picking up chunks "the size of a fist" was received.

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Answer to last month's "You Be The Gamemaster" by Bruce Linsey:

AUSTRIA C.D.: A Bud\* H.

ENGLAND: F Hol\* H, A Nwy\*→Fin, F Nth\* C & F Nwg\* S A Yor\*→Nwy.

FRANCE: A Ruhr\* S A Bel\*→Hol, A Bur\* S ITA A Tyo-Mun, F WMed\* S F Por-Spa(nc)\*, F NAO→Lvp\*.

GERMANY: A Mun-Ruhr /d/ R(Sil,Boh,OTB)\*, F Ska\* C A Den-Swe\*, F Bal\* S A Ber-Kie\*.

ITALY: A Tyo-Mun\*, F Lyo\*→Spa(sc), F Nap-Tyn\*, F Tun→Ion\*, A Tri\*→Ser.

RUSSIA: A Swe-Den\*, F Bul(ec)\*→Con, F Bla\* S A Arm-Ank\*, A Fin\* S F StP(nc)\*→Nwy,

A Rum\* S F Bul(ec) H NSO. [Two units can exchange spaces if one or both is convoyed.]

TURKEY: A Ank-Arm /d/ R(Smy,OTB)\*, F Con\*→Bul(sc) [Coastal crawl], A Ser\*→Bud, F Ion-Nap\*, A Gre\* S ITA A Tri-Ser. [Self dislodgement prohibited.]

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This issue is dedicated to the banzai bunny.

## THE BOX SCORE

During the past month in C&F:

Games started	2
Games finished	0
Games in progress	33

## SPACELANDS

by Tony Watson

The SF minigame has been very popular as of late. Originated by the leaders in SF gaming, Metagaming in 1977, it has been copied now by SPI with their new line of Space Capsules. The minigame has generated a lot of interest; it is cheap, \$3-\$5, usually quick playing (less than two hours) and often very colorful. I think it's safe to say that sales of minigames, by volume, is higher than that of their heavyweight, brethren, and further, gamers are playing them more. They are certainly an idea whose time has come.

I've been considering doing a column just on these games, and recent letters from a number of readers have confirmed that an article would be of interest.

What follows are capsule reviews of these games. Included are publishing, price and some numerical ratings for Complexity, Physical Quality, SF "Feel", and an Overall Rating. Five is high and one is low.

SF MINIGAMES		Comp	Phys	Feel	Over
OGRE/Metagaming/\$2.95		2	3	4	5

The one that started the whole trend, OGRE is now in its second edition (slightly modified from the first) and still a classic. Pits a cybertank bristling with guns, missiles, and antipersonnel weapons against an array of much weaker hovercraft, tanks, missile launchers, howitzers and infantry. The Ogre is a match, though. A small map, less than a hundred counters and a nicely done rulebook are included. A lot of fun.  
Recommended.

GEV/Metagaming/\$3.95	3	3	4	4
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Sequel and companion to OGRE, GEV is to me, less of a game. It adds some new units, mixes up the scenarios a bit more, but adds some cluttering mechanics that make it next to impossible to really mesh the two games; one must choose which set of rules to use. Larger map figures for higher cost.

CHITIN I/Metagaming/\$2.95	2	3	3	3
----------------------------	---	---	---	---

This game deals with combat between two hives of intelligent insectoid aliens on a distant planet as they battle over limited food resources of a valley during harvest time. Each side may choose his force from a selection of various breeds of warriors, each with their own specialities and possible combat bonus against certain other types. Imaginative. Nice artwork.

OLYMPICA/Metagaming/\$2.95	3	3	4	3
----------------------------	---	---	---	---

A UN raid on the Mars colony to prevent its dominance by a psionic web. Defenders have limited tunnel complexes and infantry to defend their web generator while the unit has jumptroops and lasor tanks. Fairly basic.

RIVETS/Metagaming/\$2.95	2	3	4	3
--------------------------	---	---	---	---

A sort of tongue in cheek follow up to OGRE. All the Humans are gone and their simple minded robots continue the fray. Whimsical tone glosses over a fairly solid game with some interesting nuances.

WARPWAR/Metagaming/\$2.95	3	3	5	4
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An intriguing tactical game. Each player designs his own ships putting on beam weapons, shield, warp engines and so on. Simple strategic map provides a way to set up the interesting tactical battles. No dice; uses a matrix.

BLACKHOLE/Metagaming/\$2.95	3	3	4	4
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Two sides battle over a bizarre asteroid with a black hole in its center. Some very strange (and difficult to get used to) mechanics are used to simulate the weird gravitic influences. The map forms a torus/doughnut as well. Unique.

(continued overleaf)

INVASION OF THE AIR-EATERS/Metagaming/\$2.95

3 3 5 5

A plot straight out of a '50s SF film. Evil, technologically superior aliens attack and attempt to conquer earth (the map shows the whole world!). The Humans reply as best they can, attempting to save their industry while engaging in research for new and improved weaponry. The aliens meanwhile are converting the air to poison. Tense, well balanced and a lot of fun. Recommended.

HOLY WAR/Metagaming/\$2.95

4 3 5 5

An interesting and unusual game about a universal war--in a universe contained in the computer like ANTIK. It is a religious war between two factions, both possessing different versions of the nature of their universe. This is the rationale (an interesting one); the game itself uses a map much like that of GODSFIRE and has a myriad of different types of ship squads.

THE CREATURE THAT ATE SHEBOYGAN/SPI/\$3195

2 4 4 4

Another camp '50s plot; this time the giant creature that terrorizes a city. Looks like and plays like a Godzilla flick. Human National Guard and police units battle a variety of creatures with special abilities over the map of a downtown area of a Midwestern American city. Lots of fun. Recommended.

VECTOR 3/SPI/\$3.95

3 4 4 4

Tactical 3-D combat using a gridded two map system and vector movement, very reminiscent of BATTLEFLEET MARS. Players are allowed to decide their own ship components (like WARP WAR). I don't care a whole lot for the movement system, but the game is generally pretty good.

STARGATE/SPI/\$3.95

2 3 5 4

A four race Coalition takes on the Virunians and their Tri-Ships as the latter emerge from their Stargates. The Tri-Ships are broken down into their component parts and must be joined for full power. Some weird rules for movement (but they fit the game in its entirety). Nice physically and lots of feel.

TITAN STRIKE/SPI/\$3.95

3 4 4 4

Combined arms combat on a moon of Saturn. Mechanics are distilled from SPI's WAR IN THE ICE, and feature lots of EW/ECM stuff. Sky skimmers, hovercraft, tanks and infantry clash over Titan's interesting terrain.

MAYDAY/GDW/\$5

3 4 5 5

The worthy successor to TRIPLANETARY, this game is designed to be used as a space combat module for TRAVELLER or as a stand alone game. Simple but realistic vector movement and combat with lasers, missiles and computers. In my opinion, about the most realistic tactical space game around. Recommended.

ICE WAR/Metagaming/\$2.95

2 3 4 5

In my opinion, ICE WAR is a real sleeper. I think it's the best tactical game in the MicroGame since OGME. The game deals with a near future raid by the Soviets and allies on the last US oil fields in Alaska. Each side may choose a force from different sorts of sled, hover craft, tanks, infantry, missile launchers (including orbital platforms for the US). Terrain converts as a byproduct of combat, and certain units may be blocked by the new terrain, since most units have movement restrictions. Players must consider both movement mode and combat value. Recommended.

STARQUEST/OSG/\$3.95

3 3 3 3

Fairly detailed battle game for two to four players, using equivalent ships, and some Newtonian style (sort of) mechanics. Nothing special.

## WRAP UP of 1977II

## The Supply Centers:

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>
AUSTRIA	5	3	3	11	14	13	14	16	17	16	17	18
ENGLAND	3	4	4	3	3	3	2	-				
FRANCE	5	5	5	6	6	7	7*	5	4	4	3	3
GERMANY	5	6	4	3	3	4	5	6	6	5	5	5
ITALY	4	4	3	2	-							
RUSSIA	4	6	8	9	8	7	6	7	7*	9**	9**	8*
TURKEY	4	3	2	-								

## The Players:

GM: John Weswig. AUS: Bob Beardsley (won F12). ENG: Bruce Degi (res F05), Jim McManus (out F08). FRA: Paul McSweeney (dro F08), Mike McMillie. GER: Eva Lydick (res W01), Sheldon Kahan. ITA: Jim Diehl (out F05). RUS: Bill Smith. TUR: John Kador (out F04).

## Players' Statements:

BOB BEARDSLEY (Austria): Any game that ends via an NMR is suspect, and indeed, this was the only way I could have won. Stalemated by France, Germany, and Russia, my only hope was that one of them would lose interest. I tried to encourage that disinterest by openly stating I would never accept a draw after having been so close for so long. Of course, I would have had to eventually.

I find it interesting that it was Sheldon (Germany) who NMR'd, and thus gave me the win. He may have even done it on purpose, as it was my stab of Russia earlier on that kept him in the game. France and Russia were about to wipe him out when I stabbed. Like good Dip players, they then united against me, but in many correspondences with Sheldon, in which I pointed out I was his savior and that he should go for 2nd place, I always had the feeling he sympathized, and was on the fence. He chose eventually to keep the game going, and the three powers were indeed successful in stopping me, and outguessing me several times. I actually had the game locked up earlier when I took Moscow, then lost it on a gamble. My hopes for an outright victory then faded, as their excellent defense prevailed.

The early part of the game saw me getting the breaks. Russia and I stabbed Turkey, Turkey blamed Russia, and I got all the Turkish centers. France and I attacked Italy (but not in cooperation), France was blamed entirely by Italy, and I got all the Italian centers. I finally got resistance from Russia (my good ally) when I decided to go for the win by stabbing him. My board position at the time cried for a stab, and I couldn't resist. Bill, I'm sorry, but I know you understand.

The most interesting player was the original Frenchman, McSweeney. For much of the game, we wrote weekly, but it was only at one point did we ever ally, and that for only a moment as he stabbed me on the very next move. He trusted no one throughout the game, and, in fact, it was his unfounded fear of a 2 or 3 center England behind him that allowed me to break back through and seize the entire Med (and eventually Spain and Marseilles). Had he trusted Russia and Germany to take care of the English "problem", if there ever was one at that point, he could have maintained the line, which would have forced the draw.

The lessons this game taught were many: you have to trust your allies at some point; you can't leave yourself wide open for a stab at the same time; when you play gambling offense or gambling defense, you'll lose occasionally; and you have to be lucky to win!

Thanks to John Weswig, and gentlemen of the Powers, thank you for a very interesting game.

## 1978 HK

GM: Rod Walker, "Alcala", 1273 Crest Dr., Encinitas, CA 92024.  
 FALL 1905

ITALIANS HEAD WEST IN GREAT STRENGTH, WASH OVER THE ALPS, ZAP FRENCH DEFENSES IN PROVENCE. AUSTRIA GETS OUT OF THE MID-GAME DOLDRUMS AND ALSO GETS RUMANIA. RUSSIANS GET COPENHAGEN. ENGLISH GETS BOOT. TURKS GET NOTHING. GERMANS GET A CHOICE. GM GETS TONGUELASHING. GM WOULD HAVE PREFERRED REAL, LIVE TONGUE.

Summer 1905: From all quarters, and particularly from Berlin, the GM's attention was rather sarcastically drawn to the fact that he blew it, in re: the situation in the Low Countries. Well, what can I say? That particular number is called "thinking you found an error when typing the moves and correcting same". The French unit in Belgium was obliterated. The Russians, meanwhile, unperturbed by all this mess in the west, calmly scuttled the retreating F Bla.

Fall 1905: Now, let's see if we can't do this one right.

AUSTRIA (Berch): A Bud→Rum S by A Ser, A Gre S A Ser, Owns: Bud, Ser, Gre, Rum (4). Build 1.

ENGLAND (civil disorder): F Ska /h/. Owns ~~1pl~~ (0). Disbands F Ska. Note: Until this season, England has not missed two consecutive seasons. During Winter 1904 I did get a note from England stating he intended to remain in the game. Hendrix is dropped, effective this season, for two consecutive misses. Note to Mark Berch: It is true I should have probably put NMR last season, however, the "/h/" should have been self-explanatory. "H" and "/h/" are not the same thing in my nomenclature.

FRANCE (Stevens): F Eng→Mid, A Gas→Spa, F Nth→Edi, F Cly→Lpl S by F Iri, A Bur→Mar, A Pic→Bol. Owns: Bre, ~~1pl~~, Par, Por, Spa, Edi, Lon, ~~1pl~~, Lpl (7). No change (1 /d/).

GERMANY (Carpenter): F Bel H S by A Hol & A Ruh, A Lpl→Edi /r/ Yor. Wal, d/, A Mun→Ber. Owns: Ber, Kie, Mun, ~~1pl~~, Hol, Bel (5). No change (unless A lpl is /d/; then, build 1).

ITALY (Trice): F Tyn→Wes, A Tri→Bud, F Tun→NAf, A Pie→Mar S by F Lyo, A Vie→Bud. Owns: Nap, Rom, Ven, Tun, Tri, Vie, Mar (7). Build 1.

RUSSIA (Hightower): A Gal→Sil, A Ukr→Sev, A Nwy→Edi, A Swe→Den, A Sil→Pru, A Rum→Gal. Owns: Mos, StP, Sev, War, ~~1pl~~, Nwy, Swe, Den (7). Build 1 (1 /d/)

TURKEY (Shreve): F Aeg→Ion, F Bla→Sov, F Ank→Arm, A Bul S AUSTRIAN A Bud→Rum. Owns: Ank, Con, Smy, Bul (4). No change.

WINTER 1905 ADJUSTMENTS are due October 5. They may, of course, be conditional upon the German retreat. Players are asked (this is optional) to send Spring 1906 orders, which may be conditional upon the builds. If I get a set from everybody, we will go right ahead. If we don't we won't.

## 1978 CH

THE WINNER'S GAME  
 FALL 1906: GAME CREEPS

GM: David Forte, Apt. 412, 11800 Edgewater Dr., Lakewood, Ohio 44107. (216)226-0456

AUSTRIA Kendter (7): A Tyr\* H, A Boh\* S A Tyr, A Vie\* S A Tyr, A Tri\* S A Tyr, A Bud\* S A Tri, A Alb\* S A Tri, F Gre\* S ITA F Ion. CTRS:home,ser,gre,bul,con(7)even.  
 ENGLAND Stratton (9): F Swc→Both/NSU/, A StP→Liv, A Fin\*→StP, F Bar\* S A Fin→StP, F Bal\* S A StP→Liv, A Kie S GER A Ber, A Edi→Nwy\*, F Nth\* C A Edi→Nwy, A Den\* H, F Both\* H (unordered). CTRS:home,nwy,hol,den,kio,swe,stp (9) even.

FRANCE Willemsen (9, 1 short): A Mun\* S GER A Ber, A Ruh\* S A Mun, A Pie\* S GER A Ven, A Rom→Nap\*, F Tyrr→Ion\*, F Tun\* S F Tyrr→Ion, F Apu\* S F Tyrr→Ion, F Adr\* S F Tyrr→Ion. CENTERS: home,bel,spa,por,rom,tun,nap,MUN (10) build 2.

GERMANY Fiack (2): A Ven\* S FRE A Pie→Tyr/NSO/, A Ber\* H. CTRS:ven,~~1pl~~,BER (2) even.  
 ITALY Kahan (1) F Ion H /d/ ret EMed, OTB. CTRS: smy (1) even.

RUSSIA Bassett (6, 1 short): F Aeg\* S ITA F Ion, A Mos\* S A Liv, A Pru S A Lva, A Sil\*→Ber, A Liv\* H (unordered). CTRS: mos,sov,war,rum,ank,~~1pl~~ (5) even

FROM THE SHORES OF LAKE ERIE: Autumn has arrived (in real time, too), and the academic year begins. Nothing academic about this game. This will be the first season in a while that the game is published. Observers will note the s-l-o-w trench warfare. Those summer storms in Europe always slow the troops.

Retreat, builds, and Spring 1907 orders are due at my place on October 7. Write to me as I shall not likely be available to receive phone calls at that time.

1978 C

## THE PRESS GAME

FALL 1908: FROGS POUR INTO KRAUTLAND AS KAISER MISPLACES AN ARMY.

AUSTRIA Watson (9, 1 short): A Bul\* S F Smy-Con\*, A Vie\*-Boh, A Bud-Gal\*, A Ven\* H, A Tyo\* S FRE A Bur-Mun, A Rum\* S A Gal-Ukr\*.

CENTERS: home, ser, bul, gre, rum, smy, ven, CON (10) build 2.

FRANCE Schlickbernd (12): F Tyn\*-Mar (Imp), F Rome\*-StP (Coast not specified.),

F Lor-Yor\*, F Aeg\* S AUS F Smy-Con, F Eng-Lon\*, F MAO-NAO\*, F Bre-Eng\*, A Bur-Mun\*, A Ruhr\* S A Hol-Kiel\*, A Bel-Hol\*, A Pie\* S AUS A Tyo.

CENTERS: home, por, bel, spa, lon, lvp, rom, tun, hol, nap, KIE, MUN (14) build 2.

GERMANY David Loewenstein (8): F Bal\* C A Lva-Den\*, F Nwy\* S F NthS\* H, A Boh\*-Mun, A Ber\* S A Kie H, (No such unit as A Kiel.), A War-Sil\*, A Mun H (unordered)/d/annh.

CENTERS: mun, kie, den, odi, swe, war?, nwy (5 or 6) remove 2 or 1.

RUSSIA Fiack (3): 1 F Bar\* H, A Sev\* H, A Ukr H R(War, Mos, OTB)\*

CENTERS: sev, stp, mos, WAR? (4 or 3) build 1 or even.

TURKEY Baumeister (2): F Con H /d/ R(Bla, OTB)\*, F Ank\* S F Con. CTRS: ~~con~~, ank (1) rmv 1.

AUTUMN 1908 and WINTER 1908 due October 10. If all players submit SPRING 1909 orders that season will be printed also. Jim Fiack is out there somewhere because he keeps getting orders in for other games so I am not going to call for a replacement. However, Jim, would you send in your retreat right away?

## PRESS

BAGHDAD: The Flying Carpet Corps stationed at this fair city decided it was time to get the hell out of Turkey and to any place that would offer sanctuary to an ex-fighter, come down. Who says there's got to be a good ending to everything? (Well, we've got most of the poppy safely to Sicily, where the Ottoman Empire will rebuild itself by laeving the water supply of Europe with high-grade heroin. Just wait, you butchers....)

SICILY: "We have received the materials. Now, about our deal, and the 50% of Las Vegas..." /s/ Don Tommasino.

BERLIN: An excerpt from a newly-published collection of mildly humorous anecdotes, Feeble Fables:

## PINNOCHIO

...Now kindly old Gepeto was an old man by now, but still he wanted a real, live power, so he took a piece of wood and a little blarney stone and created a puppet he called Pinnochio von Dutschland.

Gepeto was a nice person, but he had little control over his puppet, and wasn't able to stop him from stepping on harmless blue beetles and killing white mice...

...Nobody really can tell why Gepeto left Pinnochio while he was still a growing puppet. Maybe he didn't have time to be a father. Maybe he was disappointed, for he had hoped for a real power but only had a mere puppet...

...Anyway, Pinnochio was left without guidance, and turned to the first person he met for help -- who just happened to be the wise and humble Jiminy Loewenstein, a cricket. Jiminy told Pinnochio to stop playing surgeon with the white mouse and to tend to his studies, which Pinnochio did.

One fine day along came two horrible creatures, Schlick the Wolf and the Red Fox. Jiminy didn't trust either of them a bit, because Schlick looked at Pinnochio with a stare that spoke of dreams of turning the puppet into obscene statuettes and grotesque wooden phalluses (phalli?). Jiminy warned Pinnochio not to trust the strangers (for nothing was stranger than Schlick and Red), and Pinnochio heeded his advise, so that when Schlick tried to kick the puppet in the kidneys, Pinnochio turned around and so only suffred minor wounds... (to be continued)

KIEL: Kaiser David Loewenstein has called out for a massive Silly Drive. Every able-bodied man, woman, and child of the Fatherland is asked to spend every bit of his/her energy in an effort to defeat once and for all the appalling lack of Silly press in the Press Game. The Kaiser asks you to send in your press, no matter how silly (preferably it is Silly). REMEMBER, THE KAISER NEEDS YOU! ONLY YOU CAN PREVENT BORING PRESS GAMES!! SILLY PRESS WRITERS OF THE WORLD, UNITE! YOU HAVE NOTHING TO LOSE BUT YOUR SANITIES!!!

## DIPLOMATIC PROPAGANDA

by Vic Carpenter

Press releases (PRs) add a certain flavor, a touch of humor and insight to the postal Diplomacy game. A potent tool, the PR has often been misused, misunderstood, and underemployed by novice and old hand alike. But everyone has his or her own style, and if nothing else the PR offers a cryptic glance at the personality of the author.

Every Diplomacy player is free to be Joseph Goebbels with his PRs. For unlike the press of this and other free countries which diplomats must often struggle to contend with, the head of state (player) can have printed whatever he wishes. Of course, some Gamemasters condemn negotiation by PR, but a public statement is often more powerful than a private one. Humorous PRs are usually popular and liven up what might have been a boring game. More importantly, when put forth by an underdog wry humor can display tenacious fighting spirit and evoke a certain amount of world sympathy.

Some of the best uses I've seen press put to were taunting enemies, bolstering allies, and misleading opponents. It's rare that one can make others pay more attention to what one says than what one does with one's little wooden blocks, but I've seen it done! Also, if one makes an enemy mad enough he might take unnecessary chances and do something foolish. Then again, you can sweet talk 'em to death!

Naturally, some press writers follow historical lines, digging up personages and events of the past and molding them to fit their purposes. This can produce an amusing mish-mash, especially with the combination of the real life player's name with that of an historical figure then placing the new character in some ridiculous predicament that somehow makes pertinent satirical comment on the current game situation. All of this falls under the skillful diplomat's effective use of all available resources in efforts to improve the plight of his country, and perhaps gain victory in the game.

A well run press campaign can almost make up for an inability to win a game. Well, of course not completely, but as I and many other players profess: Diplomacy is for the fun of playing, not necessarily winning. Since only one out of seven players can win. So what else is there? RECOGNITION. Why else do guys write articles for Diplomacyzines anyway?!

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## THE DIPLOMAT'S OTHER TABLE

also by Vic Carpenter

Cornish Eggs (Unless you're in Cornwall, then they're Scotch eggs!)

Ingredients:

5 eggs

1 lb sausage

½ cup cracker crumbs

Hard boil four of the eggs; beat and reserve the other one in a bowl. Pick the boiled eggs and wrap each one in about  $\frac{1}{4}$  lb of sausage to about  $\frac{1}{4}$  inch thickness. Dip these in raw egg and roll in cracker crumbs. Deep fry in hot oil 3-5 minutes or until browned. They can be baked, but the pan side of each one will be flat! (20-30 minutes at 350°, turn once.)

A simple pub snack I refabricated for myself after returning from England, the Brits usually have them made up in advance and frozen much as we do corndogs. Due to the size of my deep fryer I use small to medium eggs and less sausage. Of course, stretching the sausage with soft bread crumbs works well (as in Britain to bring down the cost). For the typical Diplomacy board of seven plus GI for eight, just double the above recipe.

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1979CV (formerly C&amp;F 79-2) WINTER 1901

AUSTRIA builds A Vie. ENGLAND builds F Lon, F Edi. FRANCE builds A Par, F Bre.

GERMANY builds A Ber. ITALY builds F Rom. RUSSIA builds A War, A StP.

TURKEY builds F Con, F Smy.

SPRING 1902 due October 10.

[I received this letter along with the attached copy from the famed mystery writer John Le Carre. ("The Spy Who Came In From The Cold", "The Looking Glass War", etc.) Of course, I don't know if this really was authored by Mr. Le Carre, but who would want to fool a Fangmaster?]

August 27, 1979  
Somewhere on the rugged  
Scottish coast.

Mr. dear Mr. Horton,

I was glad to see that you are presenting a Demonstration Game, as I enjoy analysis. However, I feel it is a serious mistake to leave such matters in the hands of--shall we say--"gamesters". ("If Austria moves to Galicia he will have to guess if the attack will come through Tyrolia or Bohemia and blah, blah, blah....") Who really cares about moves? They don't make any sense, anyway. (Can a fleet really control Berlin? Come on now.) No, Diplomacy is the "exciting game of international intrigue." That's what your analysis should be about, my lad! What you need is for a professional, capable writer with a sense of pace and style (such as myself) to fill out the bare bones of moves and headlines. Perhaps I can get my colleagues to participate in later seasons. (Mr. H.P. Lovecraft, whom I admire greatly, has consented to do his part. He's quite dead, of course, but he has never considered that to be a major impediment.) I enclose a sample.

Sincerely,  
/s/ John Le Carre

#### AN UNSOLICITED ANALYSIS OF THE CLAW & FANG DEMO INVITATION EPV 79

by John Le Carre

#### CHAPTER I: 1901 Interlude in Vienna

Kruger slung the sleek silver Mercedes down the treacherous twisting roads of the Tyrol at a dangerous pace. Especially considering the constant drizzle, which had been going on forever. He would have preferred the Lamborghini--but it was a bad time to be seen by the locals in an Italian car. The black concrete of the M-61 snaked down into the Danube valley where the outlying suburbs of Vienna began to line the shores. He did see one white Alfa parked before a Ratshaus in an outer suburb, and either saw, or imagined he saw, a slim graceful face with a huge black handlebar mustache in the tavern window. Terrazeni. They had met before. The way things were going they would meet again. He fingered the old scar below his right jawbone, a souvenir of that evening in Minsk. But there was no time to discuss old times now, even though Terrazeni was as responsible for the present mess as anyone alive. As he approached a checkpoint under a red-white-and-green banner he realized he was already too late. Terrazeni had done his work well.

Two goons approached the cars in the line. They were built like duffelbags full of cinder blocks. Kruger stepped out, hoping he would not be recognized. If he were he was prepared to give a good account of himself. His build was hard to characterize--both stocky and lean in a way. Like a scrub oak that had lived a long time on an ocean cliff. Not as graceful as a more impressive sea-pine (like Terrazeni), but when the hurricane had passed it would be the oak that still stood on the precipice. As the carabinieri advanced from car to car a very small, very pale man darted out of the back of the car in front of him and pulled Kruger aside.

"Haven't we met in a candleshop in Mainz?" the near panicky man asked. Kruger was too much of a veteran to express his surprise--but not many people knew of his code name, the Candlemaker. Was this man the Blacksmith?

"Perhaps--you ordered a new bellows?"

"Look--Kruger--get out! It's probably too late for you. It's certainly too late for me," He glanced at the approaching musclemen, "The old man has left Vienna for some Aegean Isle. It's too late for Austria. Get out!"

The Mercedes fired up and whipped around between two approaching deuce-and-a-halves. The dull thick monotone of the drizzle was punctuated by the sound of several shots ripping into flesh and nothing more. The Blacksmith was not the sort of man to scream as he died.

END OF CHAPTER ONE

GM: Eric Verheiden, 200 S. Azusa Ave., #2; Azusa, CA 91702  
 Phone: (213) 334-3149 (eves.)

1979 EPV Claw & Fang Demo Invitational

Winter 1901 Massive Land Force Buildup

Austria (Sergeant): No change. Has A Ser, A Bud, F Gre (3)

England (Palter): Build F Edi. Has F Edi, F Nwy, F Nth, A Yor (4)

France (Reese): Build A Bre, A Par, A Mar. Has F Por, A Bre, A Par, A Mar, A Bel, A Spa (6)

Germany (Bingle): Build A Mun. Has F Hol, A Kie, A Bur, A Mun (4)

Italy (Ditter): Build F Ven, F Nap, A Rom. Has F Ven, F Nap, F Tun, A Vie, A Tri, A Rom (6)

Russia (Cusack): Build A Mos, A War. Has F Swe, F Bla, A Rum, A Gal, A Mos, A War (6)

Turkey (Marley): Build F Smy. Has F Aeg, F Smy, A Con, A Bul (4)

Spring 1902 orders due 7 October 1979. Orders on file for Russia and Germany.

COA Don Ditter; P.O. Box 325; Grand Chenier, LA 70643  
 Phone: (318) 542-2710

Thanks to Bernie Oaklyn for standby orders.

Press

Berlin to Rome: I hope you appreciated the effort. Now let's see the western Mediterranean heat up.

Holland to North Sea: So my generosity was not welcome, so be it. I may have looked foolish, but you looked fairly stupid yourself.

Schleswig/Holstein: It would appear that Rosencrantz and Guildenstern are about to die.

--Note to players: All orders should be submitted to me, not to Don Horton. Also, the designation "1979 EPV" is a cleverly chosen identification to be used for filing purposes until we get a Boardman number from the Agostas.

IMPORTANT

When boy genius James Dallas Egbert III disappeared into the dungeon, he apparently took Galen Workman and Conrad von Metzke with him. Egbert has now resurfaced but without the other two. I don't care about Egbert, he isn't a guest GM in C&F, the other two were. I'll have to take over their games. Please send in duplicate orders to me for the pertinent season by October 1. This is further complicated by the fact that I don't even know everyone that is in Conrad's new game. Please let me know so I can assign countries. In this case I'll use preference list. Any volunteers out there to be a reliable guest GM?

Famous mystery writer now writing for  
 C&F? See page 9.

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